

Comfort

Abjuration, Song

Level: 3

Range: 20 yds.

Components: V, S, M

Casting Time: 3

Duration: 6 hrs.

Area of Effect: Up to 10 creatures

Saving Throw: None



Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or exhaustion, and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but, for example, negates the effects of a wand of fear, drums of panic, any similar magical item, or a sleep spell. Recipients receive a +1 to all saving throws for the duration of the spell.

Notes: Common to witches, song mages, and bards; otherwise very rare. (Updated from DRAGON Magazine)